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| NAME | R1: Add a pet to a habitat |
| ABSTRACT | Adds a pet to a habitat and changes it status to OCCUPIED-HEALTHY if there is enough room on the habitats |
| INPUTS | * Name of the pet * Age of the pet * Pet specie * The name of the owner * The last name of the owner * The phone of the owner * The Address of the owner * The id number of the owner * The days that the pet will stay |
| OUTPUTS | Error message if there are no more empty habitats to save the pet.  If all good: Message indicating that the pet has been added to a habitat and the id of this habitat. |

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| NAME | R2: Hospitalize a pet |
| ABSTRACT | Adds a pet to a habitat and changes it status to OCCUPIED-SICK if there is enough room on the habitats |
| INPUTS | * Name of the pet * Age of the pet * Pet specie * The name of the owner * The last name of the owner * The phone of the owner * The Address of the owner * The id number of the owner * The days that the pet will stay |
| OUTPUTS | Error message if there are no more empty habitats to save the pet.  If all good: Message indicating that the pet has been added to a habitat and the id of this habitat. |

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| NAME | R3: Show information about a pet |
| ABSTRACT | Looks up for the information of every pet that has a matching name with the input given by the user and displays it. |
| INPUTS | * Name of the pet |
| OUTPUTS | Error message if there are no pet(s) named like this.  If all good: Message indicating the zone of the habitat, habitat id and state of that pet will be displayed |

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| NAME | R4: Show a map of all the habitats |
| ABSTRACT | This will print all the habitats ids with the following format.  CAT Habitat------> C + habitat # + state  DOG Habitat ------> D + habitat # + state  BUNNY Habitat ---> BU + habitat # +state  REPTILE Habitat --> R + habitat # + state  BIRD Habitat ----> BI + habitat # + state  The states can be E: empty – H: healthy – S: sick. |
| INPUTS | * No inputs |
| OUTPUTS | Message with all the habitats ids following the format above |

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| NAME | R5: Show information about a habitat |
| ABSTRACT | If there is a habitat id that matches the one registered by the user, then it will print a message with all the information of the habitat. If the habitat has a pet, then it will also print its information, if it does not then it will also tell this to the user |
| INPUTS | * Habitat idNumber |
| OUTPUTS | Error message if the idNumber does not match with any of the ones on the matrix.  If all good: Message with the information of the habitat |

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| NAME | R6: Show Daycare statistics |
| ABSTRACT | Method that will show the - Occupation % per habitat.  - General occupation %.  - Healthy and Sick pets % according to how many pets there are now |
| INPUTS | * No inputs |
| OUTPUTS | Message with all the statistics of the Daycare |

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| NAME | R7: Exit the Daycare |
| ABSTRACT | Method that allows the user to switch to another menu. |
| INPUTS | * No inputs |
| OUTPUTS | No Outputs |